

DEFENDER CHALLENGER 2001

RULES BROCHURE

HQ AIR FORCE SECURITY FORCES CENTER

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Chapter 1

INTRODUCTION

1-1. Purpose of the Brochure. To provide information regarding conduct, evaluations, and scoring for events and define suspense requirements.

1-2. Competition Locations and Dates. Lackland AFB and Camp Bullis, Texas. Dates are 31 Oct through 6 Nov 2001. Host: HQ Air Force Security Forces Center (AFSFC).

1-3. Team Arrival Times and Competitors Welcome Briefing. Teams should arrive between 0800-1800, 29-30 Oct 2001. The welcome briefing is mandatory for **ALL TEAM MEMBERS** and will take place 1100, Wednesday, 31 Oct 2001, in the Camp Bullis Theater. Immediately following the welcome briefing the initial Team Captain's Meeting will be held, which includes a windshield tour of the competition event sites by the Defender Challenge Staff. Concurrently following the welcome briefing, a short terrain walk of selected site(s) will be offered to the next senior ranking member from each team. All other team members are released. Dress accordingly (foul weather gear, etc.). Past experience indicates the initial team captain meeting will take less than 30 minutes and the two subsequent separate tours will take less than 2 hours each.

1-4. Team Preparations/Training. No team training will take place prior to 16 Sept 2001 (45 days prior to DC 2001, per Executive Council Agreement, Worldwide SF Symposium May 1998). A team that trains prior to the 45-day rule will be disqualified from all events.

1-5. Overview of the Events. The focus of the competition is on fitness, team events, and combat readiness skills. Each major command (MAJCOM), USAFA, and the 11th Wing, as well as allied services, field their team consisting of two four-person fire teams. They will compete in various events:

a. Team Events:

- (1) Fitness Challenge
- (2) Combat Rifle
- (3) Sadler Cup (Tactics event named in honor of Maj Gen Thomas Sadler, former Air Force Chief of Security Police)
- (4) Pistol
- (5) Combat Weapons
- (6) Installation Protection

NOTE 1: Combat Weapons consists of M249 Machine Gun, M203 Grenade Launcher and M16A2 Rifle in a standard fire team configuration.

NOTE 2: Modifications to events, if any, will be briefed during the All Team Member briefing.

b. Individual Event: Chief's Challenge. (Obstacle Course event named in honor of the Chief of Staff of the Air Force)

c. A drawing was held at the Worldwide SF Symposium during a meeting of the Executive Council, in May 2001, to randomly identify the team number. These team numbers will dictate the competition schedule during the week. These team numbers are not an indication of performance, past or present. Results of the drawing were:

- (1) ACC – 15
- (2) AETC – 7
- (3) AFMC – 5
- (4) AFRC – 10
- (5) AFSOC – 11
- (6) AFSPC – 9
- (7) AMC – 2
- (8) ANG – 12
- (9) PACAF – 6
- (10) USAFA – 4
- (11) USAFE – 14
- (12) 11th Wing – 13
- (13) CRAF – 3
- (14) RAF – 1
- (15) RSAF – 8

1-6. Eligibility Criteria. As per Executive Council Agreement, Worldwide SF Symposium, May 2001.

a. Each USAF MAJCOM, as well as, USAFA, 11 WG, and allied countries may send one team to compete. For USAF teams, military and civilian personnel possessing a primary AFSC in the 3P0XX or 031PX career field and assigned to security forces duties may participate. Teams consist of 8 competitors, one alternate, and a non-competing team captain. A coach is optional.

NOTE: Members of other US armed services who are attached/assigned (in a PCS status) to a security forces squadron are eligible to compete in DC provided they are filling a security forces UMD billet. All other career participation limitations and team composition requirements also apply, see paragraphs 1-6c and 1-7.

b. USAF teams should participate in each DC event that involves firearms programs or procedures in which that team maintains an operational capability. USAF teams desiring NOT to compete in an event relating to their required operational capability must request an exemption.

NOTE: Send requests for exemption by message to Lt Col Michael McGoffin (HQ AFSFC/SFC), e-mail michael.mcgoffin@lackland.af.mil, DSN 473-0941, commercial (210) 671-0941 or fax extension 0788 by **1 Sept 2001**. USAF teams not required to maintain a capability in one or more of the DC events may participate in those events if they have qualified personnel.

c. Participation limitations in a career:

(1) AB-SrA. No individual may compete more than twice in this category.

(2) SSgt-TSgt. No individual may compete more than twice in this category. (Members currently assigned and representing AFRC, AFSOC, ANG, USAFA, or 11th Wing may compete once more for a total of three times in a career in this category.)

(3) MSgt-CMSgt. No individual may compete more than once in this category.

(4) Officer. No individual may compete more than twice in this category.

(5) No individual may have more than two appearances as a coach in a career. (AFRC, AFSOC, ANG, USAFA, or 11th Wing may have one more appearance as a coach for a total of three in a career.)

NOTE: If an individual has been selected for promotion, but will not achieve the new rank before the competition start date (31 Oct 2001), do not consider the line number in determining the individual's rank for competition purposes. (i.e., MSgt select is a TSgt.)

d. Individuals assigned to units not within a MAJCOM may compete with their host base MAJCOM.

e. The USAF Director of Security Forces invites competitors from allied nations and other military services and determines the eligibility of those competitors.

1-7. Team Composition. As per Executive Council Agreement, Worldwide SF Symposium, May 2001. Full teams consist of eight competitors (two four-person fire teams) plus one team captain. The team captain does not compete. MAJCOMs select team captains from MAJCOM (allied service equivalent) level or below. MAJCOM headquarters-level personnel may compete as team members.

a. Each team must include at least four personnel with 4 years or less of Time In Service (TIS) as of **31 Oct 2001**. Time spent in other services counts as TIS. This rule does not apply to AFRC, AFSOC, ANG, USAFA, 11th Wing or allied nation teams.

b. Each team may have one competitor who is either a senior NCO or an Officer. If the officer has less than four years TIS, that officer may fill one of the “under four” TIS positions stated in paragraph 1-7a.

c. Teams may bring one alternate competitor. The team captain may allow the alternate to replace a primary team member by notifying the Competition Control Officer (CCO) of an event before the start. The alternate, if any, may be any grade or length of service. Once replaced, the primary team member may not compete in any further events. If the alternate does not compete, the alternate’s attendance does not constitute a year of participation under paragraph 1-6c. Once the alternate has replaced a primary team member, further losses of primary members will result in the team competing without replacements.

d. The initial Team Captains’ Meeting (which immediately follows the Competitors Welcome Briefing on 31 Oct 2001) is the last opportunity to declare changes in individual participation without penalty by submittal of primary/alternate competitor team roster. (Paragraphs 1-6a and b still apply.)

e. Competitors for the Pistol and the Installation Protection events will be chosen at random by the DC Director from the primary team roster. Names will be drawn from a hat during the Initial Team Captain’s Meeting. This drawing purposefully increases the difficulty factor for both events. The team captain may use their alternate to replace a primary at their choosing, however, all qualification rules will apply see paragraph 1-7c.

1-8. Team Captains’ Responsibilities.

a. Assist public affairs staff members in their efforts to obtain optimum media coverage for their team and the competition as a whole.

b. Encourage team members’ participation with public affairs.

c. Cooperate with competition officials to promote safety, efficiency, and good sportsmanship. Keep team members/representatives away from identified off-limits competition areas. The first team captains’ meeting reinforces off-limits areas and practice sessions. Prohibited actions include: use of uncoordinated ranges (local police rifle/pistol ranges, etc.), and use of local ranges in the San Antonio area. You may practice only on designated ranges/courses.

d. Maintain team discipline. Competitors and visitors represent their MAJCOMs and allied services. All personnel will promote high standards of conduct and professionalism. Incidents considered inappropriate are taking team mascots, nations’ flags, or competition property. We encourage team spirit at events; however, team captains must ensure that team members always maintain the highest standards. Body painting (except camouflage when required) and unauthorized uniform wear are not

considered professional and will not be accepted. Respect other teams rest time in billeting by keeping noise levels to a minimum.

- e. Make proper and timely declarations of team composition. (Permanent replacement of a primary member with the alternate.)
- f. Meet and arrange transportation for visiting guests from your command.
- g. Keep team members, visiting dignitaries, and guests advised of any official instructions or notices posted on the official competition bulletin board located at the Competition Control Centers (CCC) at Lackland and Camp Bullis.
- h. Present any protests or challenges IAW paragraph 1-11.
- i. Ensure safety and security of all weapons and equipment.
- j. Arrange and coordinate all return travel and departure requirements, including weapons and equipment with the Lackland project officer and DC deputy for logistics.
- k. Ensure competitors report to proper locations at the proper times.
- l. Maintain and provide upon request an official record of each member's total active federal military service date (TAFMSD).
- m. Meet with your AFSFC sponsor immediately upon arrival.

1-9. Uniform and Clothing Requirements.

- a. DC Events:
 - (1) Team members wear the battle dress uniform (BDU) woodland camouflage (rip stop or standard) or similar allied service uniform for competition events.
 - (2) Team members bring and wear the following headgear; BDU soft cap, beret, and helmet. Helmets will be the Kevlar style with BDU woodland cover.
 - (3) Civilian participants wear attire appropriate for rough, mountainous terrain.
 - (4) Members and team captains of each MAJCOM team wear the same uniform for standardization (i.e., team photo, etc.). Alternates will be included in the team photo.
 - (5) Unless specifically waived in this brochure or by separate correspondence, full tactical equipment (web belt, ammo pouches, gas mask w/case, helmet, and canteen) and any additional equipment required for the specific event will be worn during the Sadler Cup, Combat Weapons, Pistol, Installation Protection, and Combat Rifle events.

(6) Team members do **NOT** wear distinctive team jackets or caps in competition areas, nor at any time with military uniforms.

(7) Team members must wear camouflage makeup during all competitions except the Pistol, Installation Protection, Fitness, and Chief's Challenges. (Timing may prevent removal of camouflage makeup prior to the Installation Protection Event. Teams are encouraged to remove the makeup, but will not be penalized.)

b. Wear BDUs for the Competitors Event Briefing, opening/award ceremonies, and all social events. Suggest equivalent attire for civilian guests. Members of other services or nations will wear their service's equivalent uniform.

c. When not participating in DC activities, personnel may wear any authorized service uniform combination or appropriate civilian attire.

1-10. Protective Clothing. Weather conditions in San Antonio, Texas, during this period are generally fair. However, due to the time of year, conditions can vary from cold and damp to hot and dry in the same day. Consider the following items of **military issue** protective clothing for competitors (and similarly appropriate items for visitors):

- a. Thermal underwear.
- b. Foul weather gear.
- c. Sunglasses.
- d. Gloves.

1-11. Protests.

a. Competitors may formally protest via their team captain any incident that has:

(1) Adversely affected their score. However, a team, which must compete with less than a full complement of personnel/equipment due to injury/combat loss or "admin kills", or a team that fails to complete an event with the minimum required number of personnel, may not cite the lack of personnel/equipment as the basis for any protest.

(2) Given an unfair advantage to another team or competitor, which consequently improved the score of the other team or individual competitor.

b. The effects of weather (wind, rain, clouds, etc.) and lightning conditions are not cause for protest. Where possible, we schedule events "head-to-head" to mitigate the effects of weather. For events that do not lend themselves to "head-to-head" scheduling, we use the "luck of the draw."

c. Any videos/still photos taken will not be used/considered during protests.

d. In shooting events, do not protest range officials for the following violations:

- (1) Firing early or late shots.
- (2) Firing from an improper position.
- (3) Range safety violation ruling.

e. Procedures for Protests. Initiate protests within 30 minutes of the incident. Adhere to the following to preclude voiding the protest:

(1) Team members convey protests to team captain who reports it to the CCO within 30 minutes of the end of the event. Shooters deal directly with CCO only when team captain is not available.

(2) If not satisfied with the CCO's ruling, the team captain may formally protest in writing to the DC Director or Deputy within eight hours of their event. Forms are available from the CCO, S-1, or Competition Control Center (CCC).

(3) The DC Project Officer/Deputy will forward the written protest to the Rules Committee for a decision. The decision of the Rules Committee is final.

1-12. Observation of Events.

a. Most events conducted during DC are open for public viewing. However, to preclude interference that could affect competition results, the following applies:

(1) Teams will pre-announce visitors through the CCC. The CCC coordinates with the event CCO and assures space is available to accommodate the visitor.

(2) The CCC is open only to team captains, command reps, and escorted guests.

(3) Visitors are restricted from weapons, ammo, and equipment storage areas.

b. The HQ AFSFC public affairs representative establishes separate rules concerning filming and photography of events during competition. This representative will request volunteers from competing teams to help stage events.

c. Competitive event chapters of this brochure identify visitor and observer restrictions. Team members, team captains, MAJCOM, allied service representatives, or CSFs may not observe another team competing in an event (other than physical fitness) until their own team has completed the event. However, if the competing team captain does not want you to observe or asks that an observer leave, the observing team personnel must leave the area.

Chapter 2

ADMINISTRATION AND REPORTING

2-1. Overview. This chapter provides guidance on funding, travel orders, and event registration.

2-2. Funding. Each MAJCOM must fund its competitors, alternates, MAJCOM/service representatives, team captain, combat arms personnel, and all other associated expenses incurred for DC. As a minimum, funding is necessary for travel, per diem, rental vehicles, fuel, and shipment of weapons and equipment.

NOTE: HQ AFSFC will provide vehicles and fuel for any personnel supporting the competition.

2-3. Travel Orders and Reporting Criteria.

a. Orders authorizing travel must state the purpose as “INTENSIVE COMBAT COMPETITION INVOLVING FIREARMS, TACTICS, AND INDIVIDUAL SF SKILLS.” This ensures appropriate documentation for line-of-duty determinations, if required. The orders cite, the appropriation to be charged, and for overseas travel only, the customer identification code (CIC). Also, orders must state that “One or two government meals are available and directed (proportional per diem).”

NOTE: When you move weapons as checked baggage, orders must authorize the additional weight allowance and should include type, quantity, and serial number of all carried weapons in the remarks section. If shipped as freight (cargo), accomplish movement by a government bill of lading and appropriate military standard documentation (see defense traffic management regulation and AFI 31-101, *The Air Force Installation Security Program*). Allied teams will use appropriate guidelines.

b. Overseas commands must request air travel reservations for transportation on AMC aircraft from the proper AMC passenger reservation center in time to ensure arrival of competitors and equipment at Lackland AFB.

c. Competitors must arrive at Lackland AFB at the times stated in Chapter 1. Earlier arrival may result in team disqualification. HQ AFSFC will approve exceptions because of available military air travel on a case-by-case basis.

d. HQ AFSFC will request combat arms support personnel and provide their reporting instructions in an Aug 2001 message. They will report to Lackland AFB on 21 Oct 2001 and be ready for duty on 22 Oct 2001 to support course set-up and validation. These personnel may not come from MAJCOM team trainer(s).

2-4. Notification Requirements. Each team project officer must provide the following:

a. Event Registration Message. By **1 Oct 2001** send a message to: HQ AFSFC LACKLAND AFB TX//CCE// outlining registration for each event in which the team will compete. Use the following format:

- (1) Subject: "Team Registration for DC 2001"
- (2) Paragraph 1: Team Events. Indicate "yes" or "no" by each event.
 - (a) Fitness Challenge
 - (b) Combat Rifle
 - (c) Sadler Cup
 - (d) Pistol
 - (e) Combat Weapons (Machine Gun and Grenade Launcher)
 - (f) Installation Protection
- (3) Paragraph 2: Individual Event. Indicate "yes" or "no."
Chief's Challenge.

NOTE: If your team is participating in all events, summarize paragraphs 2-4a(2) and (3).

(4) Paragraph 3 will include any remarks and the name and duty phone (both commercial and DSN) of the MAJCOM/allied service project officer.

b. Team Composition/Visitor Message. By **9 Oct 2001**, provide HQ AFSFC/CCE, with information copies to: 37 TRW LACKLAND AFB TX//XP/SV//, with your team information in the following format:

- (1) Paragraph 1: Team Information:
 - (a) Individual's name (Last, First, MI).
 - (b) Indicate male or female.
 - (c) SSN.
 - (d) Rank (indicate if selected for next rank).

- (e) Date of rank.
- (f) Position (team captain, competitor, alternate, team support).
- (g) Events in which individual or team is competing.
- (h) Arrival information (date, time, mode of travel, flight information).

NOTE: If travel information is the same for all individuals, indicate information for the first person and reference others "as above."

- (i) Departure information (same as paragraph 2-4b(1)(h) and NOTE).
- (j) Hometown and state/country (competitors and alternates only).
- (k) Unit and base of assignment (competitors and alternates only).

(2) Paragraph 2: Include name, and duty phone of the team captain or MAJCOM/allied service project officer.

NOTE: Timing is critical to ensure successful competition, logistics, and administrative support. Suspense dates must not be missed. Additionally, our computer program handles all information in the above format. Please assist us and prepare messages accordingly.

c. Official and Distinguished Visitors. Each USAF team and allied service fielding a team is authorized the following official visitors: two senior command/service representatives, the MAJCOM/service chief of security forces, MAJCOM/service senior enlisted advisor, MAJCOM/service SF chief enlisted manager, one project officer, and one team coach or trainer. Distinguished visitors are considered group commanders and above, with special emphasis to any general officer or foreign equivalent. We will attempt to provide official and distinguished visitors with on-base billeting, when requested. Please provide HQ AFSFC/CCE, via message by **9 Oct 2001**, the following information for each official and distinguished visitor:

- (1) Name (Last, First, MI).
- (2) Rank (indicate if selected for promotion).
- (3) Date of rank.
- (4) Organization/position (full titles).
- (5) Address (full mailing address).

- (6) Telephone and FAX numbers.
- (7) Arrival information.
- (8) Departure information.
- (9) Indicate if on-base quarters requested.
- (10) Indicate if spouse will accompany (and provide name).
- (11) MAJCOM/service escort (senior officer).
- (12) Attendance at the following:
 - (a) Meet and greet (fee).
 - (b) Opening ceremony.
 - (c) Barbecue (fee). (limited to officers and CMSgts)
 - (d) Awards ceremony.
 - (e) Awards reception (fee).

NOTE: If you billet off base and plan to check in after 1800, all hotels require a credit card number to hold reservations for late arrivals. You can call the hotel directly or contact billeting

d. Send changes to team composition, official visitors, or arrival/departure immediately to HQ AFSFC/CCE, 1720 Patrick Street, Lackland AFB TX 78236-5226. POC is Capt Suydam, DSN: 473-0881, Commercial (210) 671-0881, E-mail [phillip.suydam@lackland.af.mil] or MSgt Guerrero, DSN: 473-0854, Commercial (210) 671-0854, E-mail [orlando.guerrero@lackland.af.mil].

Chapter 3

PHYSICAL FITNESS COMPETITIONS

3-1. Details of the Competitions.

a. The objective of the Physical Fitness and Chief's Challenge competitions is to measure upper and lower body strength, agility, balance, and running endurance of fire team members. The Fitness Challenge is conducted on the first day of competition and the Chief's Challenge is conducted on the last day of competition.

b. One four-person fire team from each command will participate in the Fitness Challenge event, unless exempted in advance. Only one fire team member from each command will participate in the Chief's Challenge event. Each fire team member completes a one-mile course that includes 16 obstacles (see pages 3-5 through 3-22).

Team captains and competitors are responsible for assuring competitors are physically able to compete safely in these events.

c. In the Fitness Challenge, the course must be completed as a four-person fire team. The clock stops when the last member of the team crosses the finishing line. The team with the shortest time wins. (See paragraph 3-2c(1) for finishing line details.) If a team member fails to complete the course, that team will be disqualified.

d. In the Chief's Challenge, the single fire team member that completes the course in the shortest time wins.

e. The course, located on Camp Bullis, Texas, follows a generally circular route over relatively flat terrain. The 16 obstacles are located on a zigzag path that measures approximately six-tenths of a mile. The course begins and ends with running portions that are approximately two-tenths of a mile each.

3-2. Conducting the Competitions .

a. Team captains are responsible for assuring fire team members are present at the competition area according to the schedule. Failure to report by the scheduled time is basis for disqualification from the competition.

b. The fire team members must run on the designated path to complete the course. Fire team members complete each obstacle according to instructions shown in pages 3-5 through 3-22. These pages also identify out-of-bounds areas (painted red), additional ground rules, number of fire team members allowed on an obstacle at the same time, and safety considerations related to each obstacle. If fire team members follow the spirit and intent of these instructions, they will avoid a penalty.

(1) Out-of-bounds areas are those portions of the obstacle that fire team members WILL NOT touch--these areas are painted red. Yellow painted portions of obstacles indicate an area that must be touched or is where to start/finish the obstacle. Fire team members are otherwise unrestricted on how to complete the obstacle unless an additional ground rule applies to a specific obstacle.

(2) Additional ground rules are necessary for some obstacles because of safety considerations. The number of fire team members allowed on an obstacle at the same time varies. When reduced numbers of fire team member are allowed to be on the obstacle, the decision rests with fire team members as to the starting order. When more than one fire team member is allowed on the obstacle at the same time, these members may assist one another. Fire team members must be physically on the obstacle and not touching the ground in order to assist one another.

(3) Safety considerations relate to each obstacle and range anywhere from minimum to high risk. These considerations also alert umpires of hazards associated with each particular obstacle.

c. To introduce an activity that encourages strong team commitment, the final two-tenths mile run portion will be negotiated as follows:

(1) During the Fitness Challenge when the four-person fire team reaches the final “run” portion of the course they will stop, place one member on a litter in the prone position (simulates an injured team member) and carry the member across the finish line while on the litter. The team decides which member goes on the litter and those who carry the litter. Two or three members may carry the litter. Member on the litter must remain in a prone position while being carried and may not assist in any manner. Once the member being carried is placed on the litter, that member may not be replaced but must remain on the litter until the run is completed. Litters will be provided at the course.

(2) During the Chief’s Challenge when the individual fire team member reaches the final run portion of the course, the competitor will stop, don a helmet, pick-up a training rifle and then continue to the finish line wearing the helmet and carrying the rifle. A table will be set-up to hold the helmet and rifle. Helmet must be donned and strap fastened before team member departs the table. Rifles will not be slung. They will be carried in the port arms position. Both hands must remain on the rifle. Team members furnish and identify their own helmet. Rifles will be provided at the course.

d. In case of inclement weather, the Fitness Challenge and Chief’s Challenge will be conducted. However, the competitions will be modified as follows for safety purposes.

(1) Only obstacles #1, #2, #4, #6, #8, #9, #10, #11, #14, and #16 will be negotiated. Competitors will run the course twice, negotiating only these obstacles the

first time around the course. The second time around, competitors simply run the course, passing to the side of obstacles when approaching them.

(2) During the Fitness Challenge, the teams pick-up the litter as indicated in paragraph 3-2c (1) above on the second pass around the course. During the Chief's Challenge the competitor dons the helmet and picks up the rifle as indicated in paragraph 3-2c (2) above on the second pass around the course.

3-3. Scoring Procedures.

a. When fire teams and individual competitors start and finish the fitness competitions, the times are recorded. All fire team members start at the same time. Time ends when the last member of the fire team has crossed the finish line, which means individual time is not a consideration in scoring. However, for individual competitors in the Chief's Challenge, the fastest individual time determines the winner.

b. Each obstacle has an umpire for safety purposes and to evaluate if fire team members properly negotiate the obstacle according to instructions shown in pages 3-5 through 3-22. Fire team members have only one opportunity to negotiate each obstacle without incurring a penalty.

c. Each umpire has an obstacle scorecard on which to enter whether or not fire team members properly negotiated the obstacle. A penalty time is assessed against fire team members who fail to properly negotiate an obstacle. Penalty times are a definite disadvantage to the command's overall time. Fire team members who fail to negotiate the obstacle properly the first time will be assessed a penalty time as a result of the failure. Retries will not be permitted.

d. If a damaged obstacle or an injury interferes with or prevents an obstacle from being negotiated, the following will apply. All fire teams on the obstacle in question and all who are on the course and have not yet reached the obstacle, will be stopped by course officials. These fire teams will be restarted at the last obstacle the entire fire team (or single fire team member in the Chief's Challenge event) completed, after the course has been declared safe. All fire teams who have already negotiated the obstacle will continue on the course. All fire teams who have not started the course will be delayed until the course has been declared safe. A designated competition official pacer will time each fire teams' progression through the obstacle course to ensure there are no time discrepancies in case of a damaged obstacle or injury. Each pacer will have a stopwatch for this purpose, which will be synchronized with the official timekeeper at the time each team starts the course. Fire team members or other team/command personnel will not talk with the pacer or view the stopwatch during the time the fire team is on the obstacle course.

3-4. Protests. Protests are not permitted if they involve judgment by the obstacle umpire. The decision of the umpire is final. Paragraph 1-11 identifies protest procedures.

3-5. Authorized Equipment.

- a. The BDU is the required uniform. Boots will be unbloused.
- b. Competitors may wear gloves when participating in the competition. Gloves must be those normally issued to security forces for work/field use such as black or tan gloves with inserts or unisex gloves. Not permitted are golf, baseball, dress, flight, or other such types of sporting gloves. The helmet must be the one that is normally issued to security forces in the field.
- c. Devices or equipment that facilitate fire team members' negotiation of obstacles, which are contrary to the spirit and intent of the competition, are forbidden. The CCO or Assistant CCO (ACCO) is the authority for determining authorized equipment.

3-6. Spectators. Viewing areas are available around the physical fitness course for spectators, guests, and other team members to observe the competition. These personnel must remain outside the areas so marked. With the exception of news service personnel, only competitors are allowed on the course to include the parts used for starting and ending final running portions. No pacing by spectators. News service personnel are allowed on the course to perform official duties but MUST NOT interfere with the competitors. Spectators will not direct questions toward obstacle umpires. Penalties will be assessed against teams attempting to pace or encourage their competitors from any non-approved area.

3-7. Practice Sessions. The obstacle course will be available for practice from sunrise to sunset on 28-30 Oct and 2-4 Nov. The course will be off-limits due to course preparation on 31 Oct and 5 Nov. It will also be off-limits for practice the mornings of the Fitness Challenge (1 Nov) and Chief's Challenge (6 Nov) events until the final team has crossed the finish line and all guests have departed the immediate area. The course is off-limits at sundown. A non-participating spotter such as the team captain must be in attendance and on the course during all practice sessions. It is the responsibility of the team captain to have communications (cell phone) and a vehicle (rental or GOV) available in case of a medical emergency. Know the location of the fire station (two blocks away) and the first aid station (by the Air Force dormitories which are near the camp flagpole). Caution: The medical aid station is not manned 24 hours a day.

3.8. Obstacle Descriptions.

OBSTACLE NO. 1 - LOG BALANCE WITH TARZAN



1. Completing the Obstacle. The fire team member must mount the lower log and walk or run the length of each log in succession until reaching the horizontal ladder without falling to the ground. After mounting the obstacle, hands may not be used to touch the logs. Vertical supports may be touched with the feet for balance. Then, hanging by the hands, the fire team member must negotiate the underside of the ladder to the end without falling to the ground.

2. Out-of-Bounds Areas. None.

3. Additional Ground Rules. The fire team member must start the obstacle on the yellow painted portion of the first log and touch the last rung of the horizontal ladder before going to the next obstacle.

4. Number Allowed on Obstacle. There are no restrictions on the number of fire team members allowed on the obstacle at the same time. When on the obstacle at the same time, fire team members may assist one another.

5. Safety Considerations. This obstacle has a medium safety risk. If the fire team member does not keep his or her balance on the logs, an injury could occur when falling to the ground. The rungs of the horizontal ladder are stationary and do not turn with the swing of the fire team member.

DEFENDER CHALLENGE PHYSICAL FITNESS COMPETITION

OBSTACLE NO. 2 - WEAVER



- 1. Completing the Obstacle.** The fire team member must move from the low end of the obstacle to the high end by weaving the body over and under the rungs.
- 2. Out-of-Bounds Areas.** The fire team member WILL NOT touch the logs supporting the rungs when negotiating this obstacle.
- 3. Additional Ground Rules.** The fire team member must go over the first or bottom rung, under the second, over the third, under the fourth, etc., following that over/under sequence until the last or top rung has been negotiated. Each rung must be negotiated. Drop from the top rung to the ground.
- 4. Number Allowed on Obstacle.** No more than two fire team members are allowed on the obstacle at the same time. When on the obstacle they may assist one another.
- 5. Safety Considerations.** This obstacle has a medium safety risk. The fire team member may lose his or her grip or balance on the rungs and fall to the ground incurring injury.

DEFENDER CHALLENGE PHYSICAL FITNESS COMPETITION

OBSTACLE NO. 3 - ISLAND HOPPER



- 1. Completing the Obstacle.** The fire team member must jump from one log to another without falling to the ground.
- 2. Out-of-Bounds Areas.** None.
- 3. Additional Ground Rules.** The fire team member must start and finish at a yellow painted log.
- 4. Number Allowed on Obstacle.** There are no restrictions on the number of fire team members allowed on the obstacle at the same time. When on the obstacle at the same time, fire team members may assist one another.
- 5. Safety Considerations.** This obstacle has a minimum safety risk. If the fire team member tries to negotiate this obstacle too fast, loss of balance and falling may occur resulting in an injury.

DEFENDER CHALLENGE PHYSICAL FITNESS COMPETITION

OBSTACLE NO. 4 - THE WALL



- 1. Completing the Obstacle.** The fire team member must climb the vertical wall, go over the top, and then slide or jump to the ground.
- 2. Out-of-Bounds Areas.** None.
- 3. Additional Ground Rules.** None.
- 4. Number Allowed on Obstacle.** There are no restrictions on the number of fire team members allowed on the obstacle at the same time. When on the obstacle at the same time, fire team members may assist one another.
- 5. Safety Considerations.** This obstacle has a minimum safety risk. The fire team member's foot may slip when trying to reach the top. This may result in the fire team member falling and striking the head against the wall. Further, if not careful, the fire team member could receive an injury when sliding or jumping down the opposite side of the wall.

DEFENDER CHALLENGE PHYSICAL FITNESS COMPETITION

OBSTACLE NO. 5 - EASY BALANCER



- 1. Completing the Obstacle.** The fire team member must walk or run up one inclined log and down another on the opposite side to the ground without falling to the ground. Hands may not be used to touch logs.
- 2. Out-of-Bounds Areas.** None.
- 3. Additional Ground Rules.** The fire team member must step on the yellow painted portion of both the start and finish logs.
- 4. Number Allowed on Obstacle.** There are no restrictions on the number of fire team members allowed on the obstacle at the same time. When on the obstacle at the same time, fire team members may assist one another.
- 5. Safety Considerations.** This obstacle has a medium safety risk. The title of this obstacle is misleading because the logs at each side are at a steep grade that could cause loss of balance. The fire team member could fall to the ground or strike the horizontal log.

DEFENDER CHALLENGE PHYSICAL FITNESS COMPETITION

OBSTACLE NO. 6 - VAULTS



- 1. Completing the Obstacle.** The fire team member must vault or roll the belly over each log.
- 2. Out-of-Bounds Areas.** None.
- 3. Additional Ground Rules.** None.
- 4. Number Allowed on Obstacle.** There are no restrictions on the number of fire team members allowed on the obstacle at the same time. When on the obstacle at the same time, fire team members may assist one another.
- 5. Safety Considerations.** This obstacle has a minimum safety risk. If the fire team member does not gain sufficient height, a groin injury may occur.

DEFENDER CHALLENGE PHYSICAL FITNESS COMPETITION

OBSTACLE NO. 7 - THE TOUGH ONE



1. Completing the Obstacle. The fire team member must climb the netting on the lower end of the obstacle; go over the top log and across the platform. The fire team member must then climb the ladder to the high end of the obstacle, cross over the final top log and go down the netting to the ground. The fire team member must go up the ladder using the center of the ladder.

2. Out-of-Bounds Areas. None.

3. Additional Ground Rules. None.

4. Number Allowed on Obstacle. No more than two fire team members are allowed on the lower portion of the obstacle's netting at the same time and no more than two are allowed on the upper portion at the same time. Two members may be on the lower portion netting at the same time that two are on the upper portion. No more than one fire team member is allowed to go up the ladder at the same time. When on the obstacle at the same time, fire team members may assist one another.

5. Safety Considerations. This obstacle has a high safety risk. The distance from bottom to top on the highest portion is approximately 35 feet. The fire team members must be sure of their grip when negotiating the netting and be careful when crossing the platform. There is sufficient space to fall through the logs to the ground. Fire team members should not hesitate to advise the obstacle umpire if they believe they are about to fall off the obstacle or become immobilized. In such situations the obstacle umpire will immediately notify the CCO or ACCO. The fire team on the obstacle and all following fire teams will be stopped and rescheduled to start the obstacle when it has been cleared. Fire teams who have already negotiated the obstacle will continue on the course.

DEFENDER CHALLENGE PHYSICAL FITNESS COMPETITION

OBSTACLE NO. 8 - TOUGH NUT



1. Completing the Obstacle. The fire team member must select a row and go over each “X” portion in that row. After starting through a row, do not change rows. Fire team members may use their hands to assist in stepping or vaulting over the obstacle. Although competitors may step on the “Xs” in order to negotiate the obstacle, at least one foot must touch the ground between each row.

2. Out-of-Bounds Areas. None.

3. Additional Ground Rules. None.

4. Number Allowed on Obstacle. There are no restrictions on the number of fire team members allowed on the obstacle at the same time. When on the obstacle at the same time, fire team members may assist one another.

5. Safety Considerations. This obstacle has a minimum safety risk. If the fire team member does not step high enough over each “X” portion, a groin injury may occur.

DEFENDER CHALLENGE PHYSICAL FITNESS COMPETITION

OBSTACLE NO. 9 - BELLY BUSTER



- 1. Completing the Obstacle.** The fire team member must vault, jump, or climb over the horizontal log.
- 2. Out-of-Bounds Areas.** The fire team member WILL NOT touch the support braces when negotiating this obstacle.
- 3. Additional Ground Rules.** None.
- 4. Number Allowed on Obstacle.** There are no restrictions on the number of fire team members allowed on the obstacle at the same time. When on the obstacle at the same time, fire team members may assist one another.
- 5. Safety Considerations.** This obstacle has a medium safety risk. If the fire team member does not gain the necessary height to go over the horizontal log, the fire team member could strike the chest. This log IS NOT stationary.

DEFENDER CHALLENGE PHYSICAL FITNESS COMPETITION

OBSTACLE NO. 10 - SWING, STOP & JUMP



1. Completing the Obstacle. The fire team member must grasp a rope; swing the body forward and land with both feet on top of the log. The fire team member must then jump to the ground. Both hands must be on the rope during the swing movement.

2. Out-of-Bounds Areas. None.

3. Additional Ground Rules. None.

4. Number Allowed on Obstacle. No more than three fire team members are allowed on the obstacle at the same time. When on the obstacle at the same time, fire team members may assist one another.

5. Safety Considerations. The obstacle has a medium safety risk. A fire team member may not gain enough momentum when swinging to the log, which could result in the shin striking the log, while too much momentum could cause the competitor to overshoot and strike the log on the backward movement. Also, the fire team member could lose his or her grip on the ropes and strike the adjacent support braces.

DEFENDER CHALLENGE PHYSICAL FITNESS COMPETITION

OBSTACLE NO. 11 - HIGH STEP OVER



- 1. Completing the Obstacle.** The fire team member must step (not vault) over each log one at a time. At least one foot must touch the ground between each row of logs. Hands may be used to help maintain balance while stepping over logs.
- 2. Out-of-Bounds Areas.** None.
- 3. Additional Ground Rules.** None.
- 4. Number Allowed on Obstacle.** There are no restrictions on the number of fire team members allowed on the obstacle at the same time. When on the obstacle at the same time, fire team members may assist one another.
- 5. Safety Considerations.** This obstacle has a medium safety risk. As the obstacle title suggests, the fire team member must high step over each horizontal log. If the fire team member is not careful, a groin injury may occur.

DEFENDER CHALLENGE PHYSICAL FITNESS COMPETITION

OBSTACLE NO. 12 - REVERSE CLIMB



- 1. Completing the Obstacle.** The fire team member must climb the obstacle from the under side, go over the top rung and down the opposite side to the ground.
- 2. Out-of-Bounds Areas.** The fire team member WILL NOT touch the approaching side support braces when negotiating this obstacle.
- 3. Additional Ground Rules.** After going over the top the fire team member must touch the bottom rung with a hand or foot on the way down, before going to the next obstacle. Do not jump off the obstacle and reach back to touch the bottom rung.
- 4. Number Allowed on Obstacle.** No more than two fire team members are allowed on the obstacle at the same time. When on the obstacle they may assist one another.
- 5. Safety Considerations.** This obstacle has a medium safety risk. The fire team member may lose his or her balance or grip on the starting point and fall backward to the ground. Further, when going down the opposite side of the obstacle, the fire team member could slip off a rung, become entangled, and incur an injury.

DEFENDER CHALLENGE PHYSICAL FITNESS COMPETITION

OBSTACLE NO. 13 - JUMP & LAND



- 1. Completing the Obstacle.** The fire team member must go up the ladder to the top platform and then with both feet on the top platform, jump to the ground. Hands may be used to assist in climbing.
- 2. Out-of-Bounds Areas.** The fire team member WILL NOT touch the red painted support braces when negotiating this obstacle.
- 3. Additional Ground Rules.** The fire team member must touch the bottom rung when starting this obstacle.
- 4. Number Allowed on Obstacle.** No more than two fire team members are allowed on the obstacle at the same time. When on the obstacle at the same time, fire team members may assist one another.
- 5. Safety Considerations.** This obstacle has a medium safety risk. When the fire team member goes up the ladder, the foot could slip off a rung causing the fire team member to become entangled and incur an injury. Further, the fire team member must jump off the top platform to the ground

DEFENDER CHALLENGE PHYSICAL FITNESS COMPETITION

OBSTACLE NO. 14 - LOW BELLY OVER



1. Completing the Obstacle. The fire team member must mount the lower log and jump to or reach the top log in succession. The fire team member must then go over the top log and drop to the ground.

2. Out-of-Bounds Areas. The fire team member WILL NOT touch the red painted support braces when negotiating this obstacle.

3. Additional Ground Rules. None.

4. Number Allowed on Obstacle. No more than one fire team member is allowed on the obstacle at the same time.

5. Safety Considerations. This obstacle has a medium safety risk. If the fire team member fails to gain sufficient height when jumping from the lower log to the top log, the fire team member could strike the chest or fall back striking the lower log.

DEFENDER CHALLENGE PHYSICAL FITNESS COMPETITION

OBSTACLE NO. 15 - BALANCING LOGS



1. Completing the Obstacle. The fire team member must walk or run along the three logs without falling to the ground. After mounting the obstacle, hands may not be used to touch the logs. The logs are not stationary.

2. Out-of-Bounds Areas. None.

3. Additional Ground Rules. The fire team member must start the obstacle on the yellow painted portion of the first log and step on the yellow painted portion of the final log before going to the next obstacle.

4. Number Allowed on Obstacle. There are no restrictions on the number of fire team members allowed on the obstacle at the same time. When on the obstacle at the same time, fire team members may assist one another.

5. Safety Considerations. This obstacle has a medium safety risk. A loss of balance on the logs or a fall to the ground could result in an injury.

DEFENDER CHALLENGE PHYSICAL FITNESS COMPETITION

OBSTACLE NO. 16 - LOW CRAWL



- 1. Completing the Obstacle.** The fire team member must select a trench and crawl in it from start to finish under the netting.
- 2. Out-of-Bounds Areas.** None.
- 3. Additional Ground Rules.** The fire team member must enter the trench from the end instead of from the side.
- 4. Number Allowed on Obstacle.** There are no restrictions on the number of fire team members allowed in the trenches at the same time. When in the trenches at the same time, fire team members may assist one another.
- 5. Safety Considerations.** This obstacle has a minimum safety risk. If the fire team member does not keep sufficiently low in the trench, he or she could strike the side or top supports of the obstacle.

Chapter 4

COMBAT RIFLE COMPETITION

4-1. Details of the Competition: This year's rifle competition will be a night course of fire, fired in two consecutive phases.

a. Fire Team Configurations. All eight members (two four-person teams) shoot this course of fire under simulated combat conditions using M-16 service rifles to evaluate marksmanship skills within set time limits. One member of each team will have an M-203 mounted. Each member will be issued 210 rounds of 5.56mm. Each M-203 gunner will be issued 9, 40mm illumination rounds, in addition to the 5.56mm load.

b. Target Description. This event uses three-dimensional silhouette targets (Ivans) with timed exposure. HQ AFSFC determines target distances, exposure times, and intervals. Multiple targets may appear simultaneously.

c. Course Description. The course of fire will consist of two phases.

(1) Phase I. Consists of each fire team moving to firing positions and engaging targets as encountered. Movement to the Phase I firing positions will be done by running/maneuvering approximately 200 meters. Shooters will engage Phase I targets in the prone position with no artificial support provided. Night vision devices will be used to engage enemy forces. No illumination rounds can be used during this phase.

(2) Phase II. Consists of running/maneuvering approximately 200 meters to the next firing positions. Shooters will engage Phase II targets from fixed fighting positions. Limiting stakes and range cards will be established at each position. Illumination rounds can be used during this phase. Unless use of illumination rounds is restricted by Army range officials, night vision devices may not be used to engage enemy forces.

d. Restrictions. Devices and equipment that facilitate shooting, but are not mentioned in this brochure or, are contrary to the spirit of the competition event and its rules, are prohibited. Competitors will check in with the competition official(s) on site to complete equipment and weapons checks. The team captain must submit a request to use questionable equipment and apparel to HQ AFSFC for approval NLT 60 days (31 Aug 2001) before the start of competition. Allied services may use other rifle types as agreed to by HQ AFSFC in writing NLT 60 days before the start of the competition. The only munitions supplied by HQ AFSFC to the competitors during the event are 5.56mm and 40mm munitions. Teams must be ready to compete upon arrival at the event site.

(1) Shooting Glasses. Not authorized.

(2) **Weapon Standard.** Use only M-16 series rifle (or approved allied equivalent) with AN/PAQ 4 infrared sight (or equivalent). Use standard weapon sling fitted to both the upper and lower sling swivels. Do not use hooks or other devices.

(3) **Weapon Trigger Pull Standard.** The M-16 rifle trigger pull must be a minimum of 5 pounds and verified by HQ AFSFC staff prior to the team competing. Trigger pull weight for other service or component's weapons will be in accordance with that service's or component's published technical directives.

(a) The rifle must visibly lift the test weights off the weigh-in table. A weapon being checked will be given three opportunities to meet the requirement. The shooter has one opportunity to adjust or correct the trigger pull to meet the standard.

(b) Failure of the rifle to meet the established requirement will result in that weapon being disqualified from use, another weapon may be submitted for testing and if qualified, it may be substituted. (see paragraph 4-1d(4).)

(4) **Weapon Substitution.** A competitor may substitute a disqualified rifle for improper trigger weight with a spare team weapon. The spare weapon must meet the same criteria and be present with the team at the time of check-in.

(5) **Sighting Aids.** Blackening/whitening of rifle sights is not authorized.

(6) **Brass Deflectors.** Recommend using brass deflectors for rifles. Teams are responsible for supplying their own brass deflectors.

(7) **Competition Ammunition:** M855 Cartridge, caliber 5.56mm ball.

4-2. Conducting the Competition. A "combat loss" results if a weapon becomes disabled or inoperative, or a shooter sustains an injury preventing continuation. A "combat loss" does not justify refiring any portion of the event.

a. It is the shooter's responsibility to take immediate action to safely clear any weapon malfunction prior to movement from any firing position. The fire team leader must decide either to make repairs or leave it and shooter behind as "combat loss."

(1) Weapon(s) that cannot be made operable, as well as the shooter of that weapon, are left behind and considered a "combat loss." The weapon and shooter who are "combat losses" are prohibited from further participation in this event.

(2) Shooters who become injured and cannot complete the event will be considered a "combat loss" and are prohibited from further participation in this event.

b. Equipment lost during the course of fire is considered a "combat loss" and will result in penalty points being assessed.

c. Fire for Zero. Each team will have an opportunity to fire for zero at the designated range prior to the start of the event.

(1) A maximum of 10 rounds per shooter rifle competitor will be issued. Fire ammunition from any authorized shooting position for the purpose of zero.

(2) Fire for zero is the only portion that may be refired if a weapon is identified unserviceable for any reason. The shooter can replace parts, but prior to refiring, the weapon must be inspected and approved by a CATM range official.

d. No practice rounds are allowed during competition.

e. All shooters are accompanied by and will follow instructions of range officials.

f. Fire teams will fire the course against the clock.

g. Do not carry partial 5.56 magazines from one phase to another.

4-3. Scoring Procedures. One set of silhouette targets is used for each phase.

a. Scoring. Team members will not inspect targets following their event nor be present during the official target scoring.

(1) The team having highest total team score (target hits) wins the event.

(2) Only the authorized maximum total number of hits per target will be scored.

(3) Additional hits on any rifle target (i.e., more than that required for the position) will not be counted.

b. Assessment of Penalty Points.

(1) Firing while in an improper firing position.

(2) Competitor not possessing serviceable (operational) equipment required for this event or not having required equipment at the conclusion of the event (for example, lost equipment).

(3) Moving without weapon on safety.

(4) Penalty points will be subtracted from the teams' number of allowable hits (score) when rounds are fired too early or too late.

c. Tiebreaker Determination.

(1) The team with highest total number of hits on the 300-meter target is the winner.

(2) In the event a tie score continues, the team having highest total number of hits on the targets in descending order from the 250 meter down to the 50 meter target is the winner. If a tie still continues, the fewest penalty points win

d. Scoring. Only authorized competition officials will be present to score targets.

4.4. Protests. Submit protests in accordance with paragraph 1-11.

4-5. Authorized Equipment. Each competitor will use only approved equipment.

a. Required Equipment:

(1) Face camouflage.

(2) Helmet. Each competitor shall wear a helmet during the entire course of fire. Helmet covers should match uniform.

(3) Uniform. Each competitor will wear battle dress uniform (woodland camouflage) and boots.

(4) Combat Equipment. Each competitor will have one web belt (load bearing vest or harness optional), two ammo pouches (as a minimum), one full (water) canteen (as a minimum), protective mask w/carrier, and four 30-round magazines.

(5) Ear protectors or plugs. Do not rely on host base to provide hearing protection. The individual competitors or team captain shall be responsible to provide.

(6) PVS 7B/D night vision devices (one per competitor).

b. Optional Equipment: Binoculars and/or goggles (for eye protection during adverse weather conditions).

4.6. Observer Restrictions.

a. The course of fire will involve a nighttime environment. Spectator viewing will be severely limited during this event, and will be contingent on the availability of night observation devices.

b. Only authorized public affairs personnel may take pictures or film.

Chapter 5

SADLER CUP COMPETITION

5-1. Details of the Competition. An eight-person team will perform a scenario involving a force protection/contingency operation mission.

a. The scenario may be one of the following; down pilot, ambush, convoy security, defend, or recon patrol.

b. Individual and collective tasks evaluated will be IAW SF CFETP.

5-2. Conducting the Competition.

a. Team captains will receive an OPORD 24-hours before the start of the event.

b. Team members must take no action to conceal or obstruct the MILES sensors. This includes placing the battery compartment on the head harness on the front of the helmet, covering the sensors with clothing, ammunition belts or anything else. Persons covering the sensors will be declared “killed.” The team is penalized if team members fire MILES-equipped rifles after their buzzer signals a “kill.”

c. Officials will use MILES controller guns to assess “administrative kills” in instances where weapons would normally kill an opponent but natural barriers (i.e., vegetation or weather, etc.) hindered the proper operation of the MILES gear.

d. Officials will check to ensure no team member has more than the authorized amount of blank ammunition. **NO PERSON WILL HAVE LIVE AMMUNITION.**

e. If “killed,” competitors must lie in a prone position. cease all movement, and/or communication until the scenario ends. Officials may “recover” killed competitors.

f. Sadler Cup competitors will use the following weapons:

Fire Team A: First Member--M16A2 Rifle
Second Member--M16A2 Rifle with M203 Grenade Launcher
Third Member--M249 Machine Gun
Fourth Member--M16A2 Rifle

Fire Team B: First Member--M16A2 Rifle
Second Member--M16A2 Rifle with M203 Grenade Launcher
Third Member--M16A2 Rifle
Fourth Member--M16A2 Rifle

g. Teams will use their own M16A2, M203, and M249 (to include spare barrel kit) team weapons. Teams must provide their own M16A2 rifle and M249 machine gun blank adapters, NSN 1005-00-118-6192. MAJCOMs sponsoring foreign teams will provide all weapons for allied teams. Equip weapons with blank adapters at all times during the Sadler Cup competition. Do not fire weapons toward any person at a distance less than 25 meters. Violations of these rules result in the assessment of penalty points.

h. Team members may use any natural cover. Off limits/out-of-bounds areas will be appropriately briefed or marked.

5-3. Scoring Procedures.

- a. The highest team score wins the competition. There will be no team play-offs.
- b. The categories of points awarded are; mission performance, mission accomplishment, and command/control/communications and intelligence (C3I).
- c. Team ties are broken by the following standards:
 - (1) The team with the highest bonus point total will win.
 - (2) If a tie still results, the team with the lowest penalty point total wins.
 - (3) In the unlikely event a tie still persists, the Sadler Cup Competition Control Officer (CCO) will break the tie.

5-4. Protests.

- a. Protest guidelines are listed in paragraph 1-11. The following additional guidelines apply:
 - (1) Malfunctions of MILES, radios or weapons occurring during the competition cannot be protested. Competitors have an opportunity to check the operability and, if necessary, replace their weapons, radios and MILES before the competition.
 - (2) Administrative kills ruled by controllers cannot be protested.
 - (3) Administrative penalty points ruled by controllers cannot be protested.
 - (4) Weather conditions.
- b. Procedures for protests:
 - (1) Competitors must convey their protests to their team captain prior to the event's conclusion. The competitor may bring the protest circumstances to the immediate attention of a controller in the field during the competition; however, this does not relieve the competitor of the responsibility to inform their team captain.

(2) The team captain verbally registers the protest with the Sadler Cup CCO or S1 immediately after the team's mission. If not satisfied with the ruling, the team captain may register the protest in writing to the competition Director or Deputy. The team captain must make the written protest within 30 minutes following the team's mission. Forms are available from the S1.

(3) The CCO will immediately dispatch the written protest to the Competition Director/Deputy. The team captain will be informed of the final decision of the Defender Challenge Rules Committee as soon as practical.

5-5. Authorized Equipment.

a. Restrictions. Devices and equipment that assist the competitor, but are not mentioned in this brochure or are contrary to the spirit of these rules, are prohibited. The officials and CCO may inspect a competitor's equipment and apparel. **The team captain must submit a description of non-standard or questionable equipment and apparel to HQ AFSFC/SFO for official inspection and written approval NLT 60 days (31 Aug 2001) before the start of the competition.** After that time, questionable equipment and apparel will not be considered.

b. The Sadler Cup staff issues each team MILES equipment, which the members must properly attach. The equipment consists of a transmitter and body/head sensors. Officials will attach the MILES transmitters and may assist team members in attaching head sensors and body sensors MILES equipment, if needed. Prior to leaving the Sadler Cup issue area, all MILES gear will be inspected by the Sadler Cup Controllers.

c. Each team is authorized a maximum of 240 rounds of blank 5.56mm ammunition per M16, and 800 rounds of linked blank 5.56mm ammunition per M249. During this exercise, M203 TP practice ammunitions will not be used. **NO PERSON WILL HAVE ANY LIVE AMMUNITION.**

d. Required equipment for teams and individuals.

(1) Individual protective equipment:

- (a) BDU fatigues (woodland pattern or suitable allied service uniform).
- (b) Boots (as authorized by service's military instruction).
- (c) Kevlar helmet w/camouflage cover.
- (d) Flak vest.

(e) Protective mask with filter and carrying case--MCU/2P or approved allied protective mask.

(2) Individual tactical equipment and comfort items.

(a) Individual equipment belt.

(b) Load bearing equipment (LBE) or tactical load bearing vest. (Caution - MILES 2000 may hinder proper use of tactical load bearing vest.).

(c) Two small-arms ammunition cases (30-round magazines) (Not required with tactical load bearing vest).

(d) Canteens--one 2-quart or two 1-quart canteens filled with water. Camelbacks (water back packs) may be used, however, the 2 quarts of water requirement must be met and the camelbacks cannot interfere with the MILES operation.

(e) Canteen covers for each required canteen.

(f) Lensatic compass and case.

(g) Flashlight with colored lenses (red, blue, clear).

(h) First aid dressing and first aid dressing case (case not required with tactical load bearing vest).

(i) Poncho (camouflage or OD) must be brought on mission.

(j) One gortex or field jacket (woodland pattern) and gortex pants (weather dependent, team leader makes determination if team brings on mission).

(k) One liner, gortex or field jacket. (weather dependent, team leader makes determination if team brings on mission.)

(l) Camouflage sticks or equivalent.

(m) One pair standard issue work gloves.

(n) One hat, cold weather, (camouflage or OD). Must fit under helmet.

(o) One extra set flash light batteries.

(3) Team (8-person) equipment. Each team must provide the following:

(a) A minimum of three (3) Scope Shield-Phase II radios. Teams for the Sadler Cup event will use only two radios. Other radios are for backup purposes only in the event a team experiences radio problems during the preparation phase of the event.

(b) Field glasses (minimum one).

(c) Two (2) Global Positioning Systems (GPS) to assist in land navigation during the competition. Commands not having this equipment should coordinate with other commands to borrow this equipment for their team training. Allied teams should coordinate with their host command for use of the equipment.

e. **EQUIP ALL TEAM RADIOS WITH THE LOW BAND FREQUENCY MODULE.** Each team is responsible for bringing their radios, batteries and battery chargers. Use of bone mikes or handsets is optional. Commands not having either radio should coordinate with other commands to borrow radios, batteries and chargers for their team training and actual competition. MAJCOM sponsors will provide communication equipment to allied or other US service teams, as necessary. All teams will be required to use the long-range whip antenna with the PRC 139 radio. All teams must bring the long-range whip antenna as part of their required equipment. Additionally, the Sadler Cup competition will include the use of the Scope Shield II (PRC 139) radio in the secure voice mode. All teams will be required to load their radios for secure voice use. Teams will not bring any COMSEC tapes or COMSEC fill devices with them. The Sadler Cup staff will provide required encryption tapes and COMSEC loading equipment to the teams, but the teams will be required to load their own radios. MAJCOMs sponsoring allied teams must ensure required equipment training is done prior to the competition.

f. HQ AFSFC provides M16 magazines. Teams **WILL NOT** report to the competition with their own magazines.

5-6. Observer Restrictions. Visitors to the Sadler Cup competition area **WILL NOT** be limited. Additionally, up to two visitors (chosen by the team captain) may hear/accompany the team through their mission brief and debrief phases. Teams may be disqualified if competition officials confirm that teams received assistance from visitors/observers. Only the team members may ask questions or make comments during these briefings/phases. Visitors to the Sadler Cup area will not be allowed to bring cameras and/or other photographic equipment. Only authorized public affairs personnel will be permitted to take pictures or film. **OBSERVERS ARE RESTRICTED FROM YELLING INFORMATION TO THE COMPETITORS AND WILL AVOID DISTRACTING TEAM MEMBERS DURING THE COMPETITION.**

Chapter 6

PISTOL COMPETITION

6-1. Details of the Competition. A four-person team fires the course.

a. Teams should be prepared to fire the M-9 pistol from any or all positions used for Air Force qualification.

b. Competitors could expect to encounter hostage and/or shoot-no-shoot situations.

6-2. Conducting the Competition.

a. Magazines are to be loaded and placed in pouches before each phase. Each phase begins with a loaded magazine in the weapon and the first round chambered. The spare loaded magazine must be in the buttoned pouch unless otherwise instructed.

b. Each team member will have a specific amount of time to complete each phase. A competitor is not permitted to engage targets after time has expired.

c. Shooters will not move toward the firing line or any target until directed.

d. Shooters will take their positions at the firing points in a way that does not interfere with, or assist, shooters on either side of them.

e. All phases begin with the weapon holstered unless otherwise instructed.

f. The first round fired in each phase will be double action with subsequent rounds single action unless otherwise instructed.

g. For safety reasons, shooters are not permitted to use dropped rounds or magazines after firing commences.

h. A disabled weapon, regardless of cause, or defective ammunition are not reasons to refire any portion of the course. If a weapon fails to fire, the shooter is expected to take immediate, safe action to make the weapon operable and continue the event.

i. Only competitors and range officials are allowed on/in the area of the firing line.

6-3. Scoring Procedures.

a. Teams receive points for each target hit.

- b. Bonus points could be awarded for completing phases in which speed of getting rounds on target is an objective.
- c. Penalty points will be assessed for each hit on a target(s) designated as a penalty target.
- d. Scoring is accomplished after each phase.
- e. The team with the highest total score wins the competition. Total score is comprised of the raw score (target hits) plus bonus points and less any penalty points.
- f. In the event of a tie, a preannounced tiebreaker will determine the winner.

6-4. Protests. Protests are permitted in accordance with paragraph 1-11.

6-5. Authorized Equipment.

a. Restrictions. Devices and equipment that facilitate shooting but are not mentioned in this brochure or are contrary to the spirit of the rules are prohibited. Range officials and/or the CCO will examine each shooter's equipment and apparel. Teams desiring to use questionable equipment and/or apparel must submit request for approval to HQ AFSFC at NLT 60 days (31 Aug 2001) before the start of the competition.

b. USAF teams will use the M-9 9mm pistol without modification. Pistols are used as issued; no other grips or add-on components are allowed. Trigger pull for the M-9 pistol must be within the parameters stated in **T.O. 11W3-3-5-4, Unit and Intermediate Support Maintenance Manual** when weighed in both single-action and double-action configuration. Trigger pull weight for pistols from other services or allied forces will be in accordance with published technical directives for that service.

c. Allied service teams may use other handgun types as agreed to in writing with HQ AFSFC NLT 60 days (31 Aug 2001) before the start of the competition.

d. Ammunition. USAF competitors will use 9mm ammunition as determined by HQ AFSFC. Allied services may use other types of ammunition as agreed to in writing with HQ AFSFC NLT 60 days (31 Aug 2001) before the start of the competition. Allied teams will supply their own service issue ammunition if other than 9mm ball is needed.

e. Personal Equipment. Competitors will use only issue equipment.

f. Required Equipment. Field uniform (with BDU cap) IAW paragraph 1-9. Only equipment authorized by the TA is allowed, specifically, Belt, Individual Equipment NSN 8465 01 120 0674; Holster, Canvas 9MM, NSN 1095 01 194 3343 (with flap, thumb break attachment is not authorized); and Pouch, Magazine 9MM, NSN 1005 01 204 4376. Deviations are not authorized and will render a shooter ineligible to compete in the Pistol

Competition. Competitors may be required to wear a flak vest during any or all phases of competition. US military teams should bring the standard issue military camouflage flak vest. Allied teams should bring their equivalent.

g. Weapons. Teams will pick up their weapons at the CCC (or other location as designated), bring them to the event, and return them to the CCC.

h. Shooters or team captains must provide their own ear protectors or plugs.

i. Trigger Pull.

(1) Officials will weigh the triggers using test weights.

(2) A weapon must visibly lift the weights off the weigh-in table. A weapon is given three opportunities to meet this requirement.

(3) Competition officials will eliminate from the event any weapon not meeting trigger pull requirements or found to be unsafe. The shooter may submit and use another weapon that meets required standards.

6-6. Observer Restrictions.

a. Team members and/or representatives are not permitted to observe other teams competing until their team has completed this event.

b. Public affairs personnel and the Defender Challenge staff are allowed to talk to team members and photograph or film at the discretion of the team captain, team members, and CCO.

c. Observation of this event is unlimited and encouraged. Still photographs and videos are permitted; however, they are unofficial, and the rules committee will not use them to assist with resolving protests.

d. All observers will follow the instructions of the CCO and range officials concerning movement in and around the range area.

Chapter 7

COMBAT WEAPONS COMPETITION

7-1. Details of the Competition. One eight-person squad will compete in this event under simulated combat conditions. Each team will consist of one M-203 grenade launcher, one M-249 machine gun, and the remainder of the squad will be armed with M-16 rifles. For non-USAF teams, military service/component equivalent may be substituted for the above listed weapons.

a. Awards. The grenade launcher and machine gun are scored separately with awards presented for each weapon. The grenade launcher and machine gun scores are then added to the rifle scores for a team award.

b. Target Description. All targets are Mil “E” pop-up silhouette targets with timed exposures. They are “knock down” targets (fall when hit) and are electronically controlled. Scoring of specific targets may be done either electronically or manually.

(1) Machine gun targets could be single silhouettes or multiple silhouettes configured in wedge, linear, or linear w/depth formations in groups of three-to-five targets.

(2) Rifle targets will appear as single silhouettes. However, more than one silhouette may appear at the same time.

(3) Grenadier targets are a mixture of point and area targets. Grenadier targets will appear as a single silhouettes or in-group configurations of two-to-six silhouettes.

c. Course Description. Teams will move tactically through the course of fire and engage targets as they appear. The course of fire is divided into two phases. Phase I consists of the M-203 and M-249 courses of fire and Phase II integrates all eight weapons as a team. Competitors must be aware that pyrotechnics (smoke, whistlers, GBS, etc.) and **weapons equipped with MILES gear** may be used to simulate direct and indirect fire from enemy forces or chemical agents.

d. Restrictions. Devices and equipment that facilitate shooting, and are not mentioned in this brochure are contrary to the spirit of the competition event and its rules are prohibited. Team captains must submit a request to use questionable equipment and apparel to HQ AFSFC for approval NLT 60 days (31 Aug 2001) prior to the official start date for the competition. Allied services may use other rifle and machine gun types as agreed to by HQ AFSFC in writing NLT 60 days (31 Aug 2001) prior to the official start date for the competition.

(1) Shooting Glasses. Not authorized.

(2) Weapons Standards. Team leaders, members, and grenadiers use only M-16 series rifle (or military service/component equivalent) without modification, scope, or bipod. Use standard weapon sling and maintain fit to both the upper and lower sling swivels. Use of hooks or other devices are not allowed. Additionally, grenade launchers must be equipped with either the quadrant and/or leaf sight assembly. Machine gunners will use the standard M-249 machine gun (or military service/component equivalent) with slings properly attached.

(3) Weapons Trigger Pull Standards. M-16 rifle and M-203 grenade launcher trigger pull must be a minimum of 5 pounds. M-249 machine gun trigger pull must be a minimum of 8 pounds. Trigger pull weight for other services or components weapons will be in accordance with their services or components published technical directives.

(a) Weapons must visibly lift the test weights off the weigh-in table. A weapon being checked will be given three opportunities to meet the requirement. Teams will have one opportunity to adjust or correct the trigger pull to meet the standard. If teams cannot make the adjustment, they may substitute with another weapon or allow Combat Arms range officials to make the necessary adjustments if possible.

NOTE: Teams who opt to allow Combat Arms range officials to make adjustments will be assessed penalty points.

(b) Failure of a weapon to meet the established requirement will result in the weapon being disqualified from use during the event.

(4) Weapons Substitutions. Substitute weapons must meet the criteria listed in paragraph 7-1d(3) above and be present with the team when they check-in at the event site. Additionally, a machine gun that malfunctions during zero fire may be substituted if another machine gun is available. Weapons substitutions are not allowed once a team has completed zero fire.

(5) Sighting Aids. Blackening or whitening of rifle sights is not authorized.

(6) Ammunition. Requests to use substitute or special ammunition for the competition, other than indicated below, must be submitted in writing by the team captain NLT 60 days (31 Aug 2001) prior to the official start date for the competition.

(a) Competitors use 5.56mm ball ammunition for rifles.

(b) Competitors use linked 5.56mm ball ammunition for machine guns.

(c) Competitors use cartridge, grenade, 40mm TP for grenade launchers.

7-2. Conducting the Competition. Teams must arrive at the event site ready to compete. Weapon and equipment checks will be conducted upon arrival at the event site.

NOTE: Anyone, including competitors, CCO, ACCO, or range officials may stop/pause the event at any time for a safety hazard.

a. Weapons Zero Fire. Zero fire for all weapons will be at the event site prior to competing in the event.

(1) 10 rounds of ammunition are available per rifle competitor.

(2) 20 rounds of ammunition are available for machine guns.

(3) 3 rounds of ammunition are available for grenadiers.

b. No practice rounds are allowed during the competition.

c. Machine guns will be employed in the bipod mode and gunners will engage targets using three-to-five round bursts.

d. All competitors are accompanied by and will follow instructions of Combat Arms range officials.

e. Competitors will fire the course against the clock. Once the event starts, the clock will not stop.

f. A “combat loss” will result if a weapon becomes inoperative (beyond ability of competitor to correct), a competitor sustains an injury preventing continuation, or, due to lost equipment or MILES kills. The clock will not stop if a combat loss occurs unless safety related.

NOTE: A “combat loss” does not justify refiring any portion of the event.

(1) Competitors are responsible for taking immediate action to safely clear any weapon malfunctions and make repairs. The course of fire and clock will not stop for these actions. Weapons that cannot be repaired are a combat loss.

(2) Injuries preventing completion of the event are a “combat loss” and the injured competitor is prohibited from further participation in the event.

(3) Lost equipment will result in penalty points being assessed.

(4) MILES kills constitute a combat loss. Member will not be permitted to continue the course of fire.

7-3. Scoring Procedures. Targets will be either electronically scored or manually scored by designated competition officials. Teams are not allowed to inspect targets following the event or be present during the official target scoring.

a. Scoring.

- (1) The highest total score (target hits) wins the event.
- (2) Only the authorized maximum total number of hits per target will be scored.

b. Assessment of Penalty Points. Penalty points will be subtracted from the overall score. Penalty points are assessed for the following reasons.

- (1) Firing in an unsafe or non-tactical firing position (i.e., competitors must maintain good cover and concealment given the available terrain at the firing point).
- (2) Firing less than three or more than five rounds per burst (M-249 only).
- (3) Not possessing serviceable (operational) equipment required for this event or not having required equipment at the conclusion of the event (lost equipment).
- (4) Failing to properly don protective mask, or non-tactical movement when tactical movement is required by the situation.
- (5) Moving without weapon on safe or failing to follow safety rules.
- (6) Teams who request assistance from Combat Arms range officials to make trigger pull adjustments.
- (7) Tampering with MILES sensors, batteries, harness, halo, etc.

c. Tie-breaker Determination. The following sequence determines the winner if there is a tie score:

- (1) The team having highest total number of hits on a predetermined target (announced by the CCO prior to the event) set is the winner.
- (2) In the event a tie score continues, the team having highest total number of hits on a second predetermined target (also announced by the CCO prior to the event) set is the winner.
- (3) If the tie continues, the team having the least number of assessed penalty points is the winner.

7-4. Protests. Submit protests in accordance with paragraph 1-11.

7-5. Authorized Equipment. Use only USAF issued or previously approved equipment. Equipment for allied services must be agreed upon by HQ AFSFC in writing, NLT 60 days (31 Aug 2000) prior to the official start date for the competition.

a. Required Equipment for Competitors.

(1) Face camouflage.

(2) Helmet. Each competitor will wear a helmet during the entire course of fire. Helmet covers will match uniforms worn and be free from ornamentation that could interfere with the proper wear of the MILES head harness.

(3) Flak Vest. Will be worn by each competitor during course of fire.

(4) Uniform. Battle dress uniform (woodland camouflage) or equivalent for other services/components and boots.

(5) Combat Equipment. Each competitor will have one web belt with harness (load bearing equipment/LBE or load bearing vest/LBV); two webbed/nylon ammo pouches (as a minimum); one canteen full of water (as a minimum); protective mask with shield and carrier. Knee and elbow pads **ARE NOT** authorized for use during the competition. Additionally, fire team leaders, members, and grenadiers must have six 30-round magazines.

(6) Ear Protectors or Plugs. Must be worn during the competition.

(7) Grenadiers. Shatterproof goggles/glasses must be worn when firing the grenade launcher. HQ AFSFC provides these safety devices, or the shooters may use their own.

NOTE: If competitors' eye protection does not give complete all around protection, they will be required to wear safety goggles provided by HQ AFSFC. Competition control officers are the final determining authority on eye protection.

b. Optional Equipment: Competitors may use binoculars. Additionally, goggles may be used for eye protection during adverse weather conditions.

7-6. Observer Restrictions. Spectators are allowed and encouraged to come out and support their teams.

a. Spectators are permitted to observe the event from within the designated spectator area and will adhere to the following:

(1) Comply with course official's instructions at all times.

(2) Restrict their movement to ensure safety during live weapons fire.

(3) Will not observe another team competing in the event until their team has completed the course of fire.

NOTE: Doing so constitutes a violation of rules and will be grounds for their team's disqualification from the event.

(4) Not yell or otherwise indicate target information to the competitors.

NOTE: Confirmation by course officials that a team received assistance from observers will result in disqualification from the event. CCO will forward decision to DC Director.

b. Photographs and Videos. Spectators may take pictures and make videos while their team is competing. Anyone wishing to do so must coordinate this with the event competition control officers prior to their team starting the competition.

NOTE: Any photographs or videos spectators have made may not be used in protest proceedings, as they are considered unofficial.

Chapter 8

INSTALLATION PROTECTION COMPETITION

8-1. Details of the Competition.

- a. A maximum of four persons shall participate in the event.
- b. Competitors should be prepared to handle any type of installation protection scenario that involve incidents security forces may handle on a daily basis.
- c. OC Pepper spray may or may not be used as a use of force tool. All competitors shall provide their training certification to the competition officials prior to the event.

8-2. Conducting the Competition.

- a. Weapons used will be the 9mm pistol. Weapons will not be loaded at any time.
- b. Officials will check to ensure that team members do not have any type of ammunition. **NO PERSON WILL HAVE LIVE OR BLANK AMMUNITION.**
- c. Officials will use their judgment to assess “administrative kills”. If the competitor determines they must use their weapon, they will state (in a loud manner), “Close kill”. The officials will administratively kill the intended target if the official feels the shot was possible. The opinion of the official to accept a “close kill” declaration is final.
- d. If team members are “administratively killed,” they must lie in the prone position and cease all movement/communication until the end of the scenario. Officials may “recover” killed competitors.
- e. The event will be on a clock with a specific amount of time to complete.
- f. Physical contact may be necessary to handle the situation. The competitor should maintain control, but not cause actual physical harm to the subject(s)/suspect(s). If a competitor wishes to engage painful physical compliance techniques at any time during the event, they shall declare their intent to the event official. The competitor will state (in a loud manner), “Pain Compliance has been used on this individual by ____”. Ensure you inform the official **AND** that the official acknowledges your declaration of increased Use of Force before proceeding. The official will not give you instructions. The subject(s)/suspect(s) **WILL** comply to your stated Use of Force declarations when acknowledged by an official. **ANYONE**, including the competitors, subject(s), suspect(s), may stop/pause the event at any time for a safety hazard.

g. Each team member should be extremely familiar with the Use of Force Model, AFI 31-207. (Allied teams will use their appropriate model and shall provide a copy of their directives to HQ AFSFC by 1 Sept 2001.)

h. Only competitors and officials are allowed on or in the marked area of the event. A viewing area will be made available for observers.

8-3. Scoring Procedures.

a. Teams receive points for responses to situations presented, and the proper application of the Use of Force Model.

b. Penalty points will be assessed for penetration(s) of resource(s), excessive application of the use of force, lack of team coordination/communication, inability to control the situation, unsuccessful weapon search(es) or unprofessional behavior.

c. The team with the highest total score wins the competition. Total score is comprised of the raw score less any penalty points. In case of a tie, the team with the fewest penalty points shall win.

8-4. Protests. Protests are permitted in accordance with paragraph 1-11.

8-5. Authorized Equipment.

a. Restrictions. Devices and equipment not mentioned in this brochure or that are contrary to the spirit of the rules are prohibited. Officials and/or the CCO will examine each member's equipment at guardmount prior to the start of the event. Prepare for guardmount just as you would for duty at your home station.

b. Web gear will be for BDU wear including; web belt, 9mm holster with flap, handcuffs, handcuff holder/pouch, handcuff key, a radio case (for a saber type radio), an OC pepper spray holder, a 9mm magazine pouch, flashlight, and whistle. Also, a valid driver's license and beret.

c. Weapons. Installation Protection Competition officials will provide pistols and "inert" OC pepper spray prior to guardmount.

8-6. Observer Restrictions.

a. Team members and/or representatives are not permitted to observe other teams competing until their team has completed this event.

b. Public affairs personnel and the Defender Challenge staff are allowed to talk to team members and photograph/film at the discretion of the CCO.

c. Observation of this event is unlimited and encouraged. Still photographs and videos are permitted; however, they are unofficial and the rules committee will not use them to assist with resolving protests.

d. All observers will follow the instructions of the CCO and event officials concerning movement in and around the event area.

Chapter 9

LOGISTICS

9-1. Overview. This chapter provides information on logistics support procedures and requirements. Teams will be briefed on CCC location and provided maps. Signs will be posted along the route to and from the building.

9-2. Arrival/Departure.

a. It is the responsibility of each participating MAJCOM or sponsoring organization to arrange travel itineraries for their competitors. Teams have the option to use the San Antonio International Airport or drive to Lackland AFB for the competition. If flying to San Antonio, HQ AFSFC will, when requested, provide ground transportation for weapons and other cargo from the airport or Lackland AFB TMO to the competition armory. Teams must provide HQ AFSFC with accurate arrival information to expedite transportation requirements NLT **9 Oct 2001**. We will address any other special arrival needs upon request. When moving weapons as checked baggage or if shipping as freight (i.e., cargo), refer to paragraph 2-3.

b. We need certain pre-departure information to facilitate a timely and smooth departure of all team members, weapons, and cargo. We will collect transportation, weapons escort, and LOGAIR requirements NLT **the second day** of the competition to make the necessary air arrangements. HQ AFSFC logistics staff will make all LOGAIR arrangements for teams requiring shipments. Each MAJCOM or sponsoring organization must provide a single point of contact (POC) to work with the logistics staff concerning weapons shipments. All team weapons will be shipped to a single location as determined by the POC. The POC must provide accurate fund cite and proper serial numbers for all weapons shipped in order to facilitate the return of the weapons to the participating MAJCOM or sponsoring organization.

c. Teams must not pack hazardous materials, including cleaning solvents, oily rags, etc., in weapons crates to be shipped. Remove all such unauthorized materials prior to shipment.

d. To facilitate emergency contacts and messaging, team captains will provide a correct billeting list for their team and officially sponsored guests NLT **the ALL Team Members Briefing** on 31 Oct 2001.

9-3. Rental Cars.

a. Rental vehicle reservations must be made by each participating MAJCOM or sponsoring organization. HQ AFSFC will assist overseas and allied service teams upon

written request. Such requests must be received NLT 60 (31 Aug 2001) days before the start of the competition. Rental car turn-in will be the responsibility of each team.

b. Rental vehicles can be refueled at any off-base authorized commercial service station. Off-base fuel purchases are reimbursable and should be claimed on travel orders.

9-4. Nonavailability of Meals. Due to the unique competition requirements, competitors may not have access to base dining facilities for three meals per day. The new proportional per diem rate will be prescribed on TDY orders.

9-5. Servicing Travel Agents. SATO Travel, a small business enterprise, serves Lackland AFB. Visitors to the base will need to contact their airline directly or go through their travel agency to make itinerary changes.

Chapter 10

MASTER LIST OF TROPHIES, PLAQUES, MEDALLIONS, AND AWARDS

10-1. General. The competition recognizes excellence in team and individual skills.

10-2. Team Event Trophies and Plaques. Team recognition will be as follows:

- a. Physical Fitness. First, second, and third place teams receive awards.
- b. Combat Rifle. First, second, and third place teams receive awards.
- c. Sadler Cup. First, second, and third place teams receive awards. First place team also receives the Sadler Cup.
- d. Pistol. First, second, and third place teams receive awards. First place team also receives the Coleman Cup.
- e. Combat Weapons. First, second, and third place teams receive awards.
- f. Installation Protection Competition. First, second, and third place teams receive awards.

10-3. Individual Event Trophies and Plaques. Individual recognition will be as follows:

- a. The Chief's Challenge. First, second, and third place winners receive awards.
- b. Machine Gun. First, second, and third place gunner/assistant gunner receive awards.
- c. Grenade Launcher. First, second, and third place winners receive awards.

10-4. Special Awards

- a. Chief's Award (in honor of the Chief of Staff) is presented to the team that best demonstrates unity of effort and outstanding esprit de corps.
- b. The Chief Master Sergeant of the Air Force Award is presented to the outstanding enlisted competitor.
- c. Commandant-General's Award is sponsored by the Royal Air Force Regiment and is presented to the USAF Security Forces Officer or NCO demonstrating outstanding leadership throughout the competition.

d. Marksmanship Award identifies the team with the best overall marksmanship scores. The winner is determined by adding the final team placement for all marksmanship events with the M-16 accounting for 40 percent, the handgun accounting for 30 percent, and the M-203 and M-249 accounting for 15 percent each. The team with the lowest score is the winner.

e. Captain Cletus M. Cheng Memorial Trophy is sponsored by the Canadian Air Forces Air Command. This traveling trophy is presented in memory of Captain Cheng to the team winning the Fitness Challenge Event.

10-5. Presentation of Trophies, Plaques, and Awards. All trophies, plaques, and awards are presented at the Awards Ceremony following the competition.